

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a display device;

an input device;

a plurality of ~~player-player-selectable~~ digit positions displayable by the display device; and

a processor operable with the display device and the input device to:

(a) display the digit positions to the player without displaying ~~numbers-a digit to be associated with in each of~~ said digit positions,

(b) enable a player to select the positions in an order before associating digits with said digit positions and before displaying said digits associated with said digit positions,

(c) associate ~~the numbers-a digit~~ with each of the digit positions based on the player's order of selection of the digit positions,

(d) display said ~~numbers-digits~~ in association with said digit positions, wherein the ~~numbers-digits~~ form a displayed value, and

(e) determine an award to be provided to the player, wherein the award is based on a number of monetary units equal to the displayed value ~~displayed by the display device formed by the digits~~ associated with the digit positions.

Claim 2 (original): The gaming device of Claim 1, wherein the positions include at least a one's digit and a ten's digit for the award.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the displayed value is based on the order of at least three digit positions, wherein the ~~numbers—digits~~ associated with two of said digit positions are combined by a mathematical operation.

Claim 4 (currently amended): The gaming device of Claim 1, which includes an initial sequence controlled by the processor for determining how many digit positions the player is enabled to select.

Claim 5 (currently amended): The gaming device of Claim 4, wherein the initial sequence includes a plurality of player selectable inputs and a number of digit positions associated with each selectable input.

Claim 6 (original): The gaming device of Claim 1, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 7 (original): The gaming device of Claim 6, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 8 (original): The gaming device of Claim 6, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 9 (original): The gaming device of Claim 1, which includes at least one award modification method, and wherein the processor randomly determines if one of the award modification methods will be applied to the award.

Claim 10 (currently amended): The gaming device of Claim 9, wherein the random determination is made after the player selects one of the digit positions.

Claim 11 (original): The gaming device of Claim 1, which includes a plurality of award modification methods, wherein the processor selects one of the award modification methods to apply to the award.

Claim 12 (currently amended): A gaming device comprising:

a display device;

an input device;

a plurality of masked ~~numbers~~ digits displayable by the display device;

a processor operable with the display device and the input device to:

(a) enable a player to arrange at least two of the masked ~~numbers~~ digits in an order decided by the player before revealing the digits to the player;

(b) display the ~~numbers~~ digits in the order decided by the player, wherein the ~~numbers~~ digits form a displayed value;

(c) determine an award, wherein the amount of the award is based on a number of monetary units equal to the displayed value of the masked ~~numbers~~ digits arranged by the player, and

(d) provide the award to the player.

Claim 13 (currently amended): The gaming device of Claim 12, wherein the ~~numbers are digits of the award, and the~~ displayed value is based on the order of the digits.

Claim 14 (currently amended): The gaming device of Claim 12, which includes a plurality of award positions displayed by the display device, wherein the processor enables the player to arrange at least two of the masked ~~numbers~~ digits in the award positions.

Claim 15 (currently amended): The gaming device of Claim 14, wherein the award positions include at least a one's digit position and a ten's digit position.

Claim 16 (currently amended): The gaming device of Claim 14, which includes at least three masked ~~numbers-digits~~ and wherein the award positions include at least a one's digit position, a ten's digit position and a hundred's digit position.

Claim 17 (currently amended): The gaming device of Claim 12, which includes a set of numbers stored in a memory device accessed by the processor, wherein the processor randomly generates the masked ~~numbers-digits~~ from the set of numbers in the memory device.

Claim 18 (original): The gaming device of Claim 17, wherein each of the numbers of the set are unique.

Claim 19 (original): The gaming device of Claim 17, wherein at least two of the numbers of the set are the same.

Claim 20 (currently amended): The gaming device of Claim 12, which includes an initial sequence controlled by the processor for determining how many masked ~~numbers-digits~~ the player will arrange.

Claim 21 (currently amended): The gaming device of Claim 20, wherein the initial sequence includes a plurality of player selectable inputs and a number of masked ~~numbers~~ digits associated with each selectable input.

Claim 22 (currently amended): The gaming device of Claim 12, which includes a plurality of reels controlled by the processor, wherein said masked ~~numbers~~ digits are randomly generated by at least one of the reels.

Claim 23 (original): The gaming device of Claim 12, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

Claim 24 (original): The gaming device of Claim 12, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 25 (original): The gaming device of Claim 24, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 26 (original): The gaming device of Claim 24, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 27 (original): The gaming device of Claim 12, which includes at least one award modification method, and wherein the processor randomly determines if one of the award modification methods will be applied to the award.

Claim 28 (currently amended): The gaming device of Claim 27, wherein the processor makes the random determination when the player arranges one of the masked ~~numbers~~ digits.

Claim 29 (currently amended): The gaming device of Claim 12, wherein the award is based on the order of at least three award positions, wherein two of the masked ~~numbers~~ digits are combined by a mathematical operation.

Claim 30 (currently amended): A gaming device comprising:

a display device;

an input device;

a plurality of digit positions;

a plurality of selections displayable by the display device; and

a processor operable with the display device and the input device to:

(a) display the digit positions,

(b) associate a plurality of ~~numbers-digits~~ with the selections,

(c) enable a player to associate the selections with the digit positions
before displaying the digits associated with the selections,

(d) display the ~~numbers-digits~~ of the selections upon association of the
selections with the digit positions, wherein the ~~numbers-digits~~ form a displayed
value, and

(e) provide an award to the player, wherein the award is based on a
number of monetary units equal to the displayed value associated with the digit
positions.

Claim 31 (currently amended): The gaming device of Claim 30, which includes
three digit positions.

Claim 32 (original): The gaming device of Claim 30, wherein the award includes
each of the selections displayed by the display device.

Claim 33 (currently amended): The gaming device of Claim 30, wherein the award includes a different number of ~~selections~~digit positions than the plurality of selections displayed by the display device.

Claim 34 (currently amended): The gaming device of Claim 30, wherein the plurality of digit positions are displayed by the display device before the player associates the selections with the digit positions.

Claim 35 (currently amended): The gaming device of Claim 30, which includes an initial sequence controlled by the processor for determining how many selections the player will associate with the digit positions.

Claim 36 (original): The gaming device of Claim 35, wherein the initial sequence includes a plurality of player selectable inputs in communication with the processor and a number of selections associated with each selectable input.

Claim 37 (original): The gaming device of Claim 30, which includes a plurality of reels controlled by the processor, wherein said selections are randomly generated by at least one of the reels.

Claim 38 (original): The gaming device of Claim 30, which includes a player selectable keep input which communicates with the processor, wherein activation of the keep input by the player causes the processor to transfer the award provided to the player to a credit meter controlled by the processor.

Claim 39 (original): The gaming device of Claim 30, which includes a player selectable modify input which communicates with the processor, wherein activation of the modify input initiates an award modification method.

Claim 40 (original): The gaming device of Claim 39, wherein the award modification method is one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 41 (original): The gaming device of Claim 39, wherein the award modification method is randomly selected to be one of: an award rearrangement method; an award regeneration method; adding a digit to the award; subtracting a digit from an award; and an award multiplication method.

Claim 42 (currently amended): A gaming device comprising:

a display device;

an input device;

a processor operable with the display device and the input device;

a plurality of selections displayable by the display device; and

a selection orderer operable with the processor to enable the player to select at least two selections and order said selections in digit positions of an award without revealing a digit associated with each selection, wherein the processor and the display device reveal the award by displaying ~~a number~~ the digit associated with each selection upon ordering said selections in the digit positions selected by the player, wherein the ~~numbers~~ digits in the digit positions form a displayed value, and wherein the award is based on a number of monetary units equal to the displayed value.

Claim 43 (original): The gaming device of Claim 42, wherein the selection orderer is adapted to enable the player to rearrange an ordering of the selections a plurality of times before pressing a keep button displayed by the display device.

Claim 44 (previously presented): The gaming device of Claim 42, wherein the selection orderer includes a prompt to place a selection in a designated digit position.

Claim 45 (previously presented): The gaming device of Claim 42, wherein the selection orderer enables the player to press and drag a selection to a digit position.

Claim 46 (previously presented): The gaming device of Claim 42, wherein the selection orderer remembers a selection chosen by the player and places the selection in a digit position subsequently chosen by the player.

Claim 47 (currently amended): A gaming device comprising:

- a display device;
- an input device;
- a plurality of selections displayable by the display device; and
- a processor operable with the display device and the input device to associate ~~numbers-digits~~ with selections without displaying said ~~numbers-digits~~ associated with said selections until after a player is ~~enabled to associate~~ associates said selections with a one's digit position and a ten's digit position of an award provided to the player, wherein the award is based on a number of monetary units equal to a value formed by the ~~numbers-digits~~ associated with the one's digit position and the ten's digit position.

Claim 48 (currently amended): A gaming device comprising:

a display device;

an input device

a plurality of selections displayable by the display device; and

a processor operable with the display device and the input device to associate ~~numbers-digits~~ with selections without displaying said ~~numbers-digits~~ associated with said selections until after a player ~~is enabled to associate~~ associates said selections with a one's digit position, a ten's digit position and a hundred's digit position of an award provided to the player, wherein the award is based on a number of monetary units equal to a value formed by the ~~numbers-digits~~ associated with the one's digit position, the ten's digit position and the hundred's digit position.

Claim 49 (currently amended): A gaming device comprising:

an initial determination of a number of possible digits of an award provided to a player;

a display device;

an input device;

a plurality of selections displayable by the display device; and

a processor operable with the display device and the input device to associate ~~numbers-digits~~ with the selections without displaying said ~~numbers-digits~~ associated with said selections until after the player ~~is-enabled-to-associate-associates~~ the selections with the number of possible digits of the award provided by the initial determination to form a value of the award provided to the player, wherein the ~~amount of the award~~ is based on a number of monetary units equal to the value of the award.

Claim 50 (original): The gaming device of Claim 49, wherein the initial determination includes a plurality of player selectable inputs displayed by the display device, wherein a selection of a particular input provides a number of possible digits associated with the input.

Claim 51 (currently amended): The gaming device of Claim 1, wherein the number is associated with the digit position after the player selects said position and before the player is enabled to select another digit position.

Claim 52 (currently amended): The gaming device of Claim 30, wherein the number associated with the selection is displayed after the player associates said selection with one of the digit positions and before the player is enabled to associate another selection with another one of the digit positions.

Claim 53 (previously presented): The gaming device of Claim 42, wherein the processor and the display device reveal the award by displaying the number associated with the selection upon ordering said selection in a digit position and before a subsequent selection is ordered in a subsequent digit position.